conquer network, n>3; and (b) generating a recursive bit-permuting 2-stage interconnection network, excluding the recursive plain 2-stage interconnection network, associated with the n-leaf balanced binary tree.

Broadly, in accordance with a system aspect of the present invention, a

 $2^n \times 2^n$ generalized divide-and-conquer network, n>3, includes: (a) $2^{\lfloor n/2 \rfloor} 2^{\lceil n/2 \rceil} \times 2^{\lceil n/2 \rceil}$ input nodes, each of the $2^{\lfloor n/2 \rfloor}$ input nodes being a $2^{\lceil n/2 \rceil} \times 2^{\lceil n/2 \rceil}$ generalized divide-and-conquer network; (b) $2^{\lceil n/2 \rceil} 2^{\lfloor n/2 \rfloor} \times 2^{\lfloor n/2 \rfloor}$ output nodes, each of the $2^{\lceil n/2 \rceil}$ output nodes being a $2^{\lfloor n/2 \rfloor} \times 2^{\lfloor n/2 \rfloor}$ generalized divide-and-conquer network; and (c) an interstage exchange connecting the input nodes to the output nodes, wherein the interstage exchange is a bit-permuting exchange induced by a permutation σ on integers from 1 to n such that σ maps the numbers $\lfloor n/2 \rfloor + 1$, $\lfloor n/2 \rfloor + 2$, ..., n, into the set $\{1, 2, ..., \lceil n/2 \rceil\}$ excluding the bit-permuting exchange equal to the $\lfloor n/2 \rfloor$ th power of SHUF⁽ⁿ⁾, and wherein each $2^k \times 2^k$ generalized divide-and-conquer network (k<n), being representative of each of the input nodes and each of the output nodes, is implemented by forming the bit-permuting 2-stage tensor product, excluding the plain 2-stage tensor product, between a $2^{\lceil k/2 \rceil} \times 2^{\lceil k/2 \rceil}$ generalized divide-and-conquer network and a $2^{\lfloor k/2 \rfloor} \times 2^{\lfloor k/2 \rfloor}$ generalized divide-and-conquer network, recursively until k=1, such that a 2×2 generalized divide-and-conquer

Please replace lines 1-3 on page 13 as follows: --

network is a single cell.--

FIG. 21B depicts a (1 2 3) permutation on an 8×8 exchange;

FIG. 21C depicts a (3 1) permutation on an 8×8 exchange;

A 2 coil